

# Jiaqi Feng

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## EDUCATION

### San Jose State University

Sept. 2019 - Aug. 2021

- B.S. in Software Engineering.

### Diablo Valley College

Jan. 2017 - May 2019

- A.S. in Computer Science; Graduated with honors.

## SKILLS

Languages: **Dart**, **Swift**, **C#**, Python, Go, C/C++, JavaScript, Ruby

Frontend Frameworks: Flutter, SwiftUI, .Net, React, React Native, UIKit

Other Technologies: Core Data, CSS, Docker, HTML, HTTP, JSON, Kafka, SQL, SQLite, SVN, AWS, Google Firebase, Git, gRPC, OAuth, Protocol Buffers, TensorFlow Lite

## EXPERIENCE

### XOKind | *Software Engineer; Mobile* | *Full-time*

Apr. 2021 - Present

- Work closely with designers and backend software engineers to develop [Una](#), a mobile app that aims to simplify the trip planning with the help of machine learning.
- Assist with middleware/backend service integration using gRPC and Protobuf.
- Design and architect the constituent components of a modern cross-platform mobile app using Flutter.
- Integrate Mixpanel for app performance analysis, exploring ways to improve the app.
- Implement Flutter widgets and blocs for hotel booking features increasing the revenue of the app.
- Implement tests for Flutter widgets and blocs, ensuring the functionalities work correctly for release.

### Proofpoint, Inc. | *Software Engineer* | *Internship*

May 2020 - May 2021

- Implemented database migration scripts in Ruby, leading to a smooth upgrade of the system from Ruby on Rails 4.x to 5.x.
- Implemented a monitoring system in Go for detecting malfunctions of components, making it easy for engineers to detect and track down bugs.
- Implemented unit tests for services written in Go responsible for fetching data from various API, ensuring the system would function as expected.

## PERSONAL PROJECTS

### [Tasky](#) (Swift, iOS)

Jan. 2021 - Present

- Task management app made with SwiftUI that allows users to manage their personal projects using Kanban method. Users can also invite others to collaborate on the project.
- Utilized Firebase for user account management and user-generated data storage.

### [Manji](#) (Flutter/Dart, iOS & Android)

Mar. 2019 - Present

- Japanese Kanji dictionary app made with Flutter, supported on both iOS and Android.
- Features: kanji stroke animation, customizable study list, on-demand generated quiz, user-generated data synchronization, handwritten kanji recognition, image kanji extraction.
- Implemented web scrapers to extract and collect pronunciations, meanings, common vocabulary and example sentences, for about three thousand kanji characters from various websites, using python.
- Integrated TensorFlow Lite for handwritten kanji recognition.
- Integrated Google Cloud Vision API, enabling users to extract kanji characters from images.

### [Animey](#) (React Native/JavaScript, iOS & Android)

Mar. 2019 - May 2019

- Mobile client written using React Native, for <https://kitsui.io>

### [Kanjirin](#) (C#, Windows)

Sept. 2017 - Apr. 2018

- Japanese Kanji dictionary app written in C# and designed for Windows.
- Utilized SQLite for dictionary file and user-generated data storage.
- Implemented web scrapers using C# to fetch kanji data from various websites.